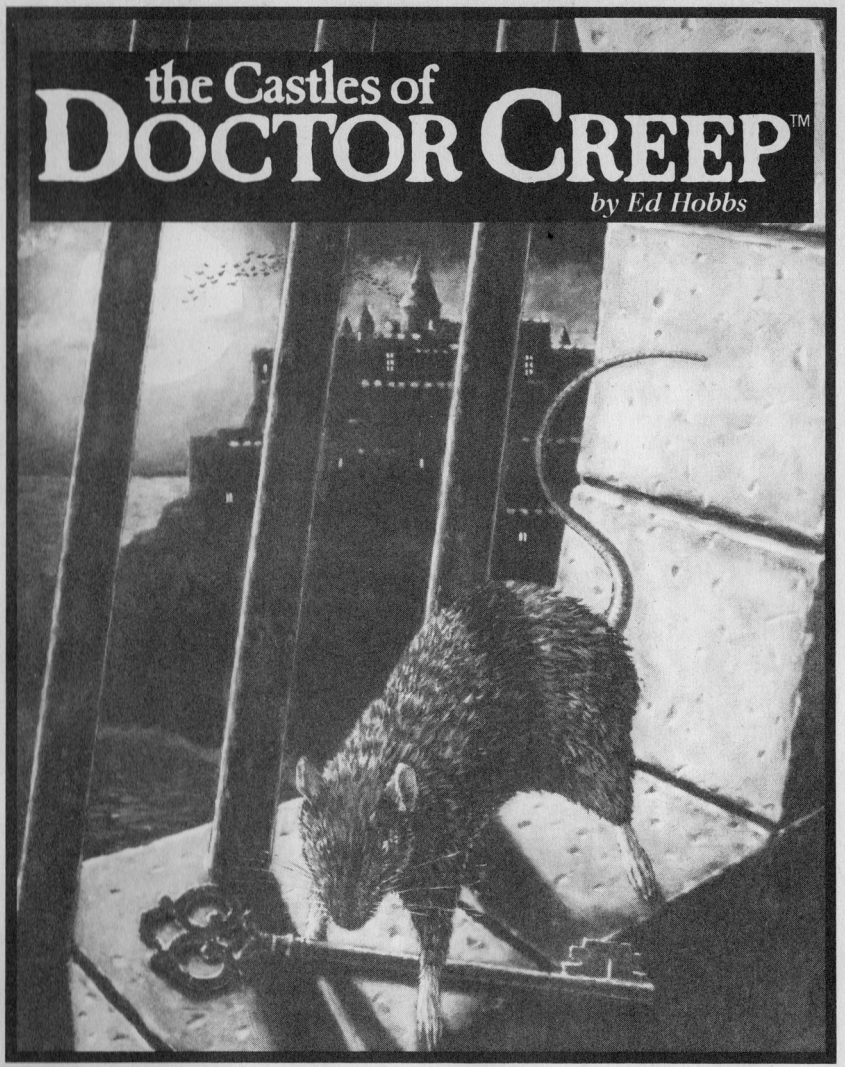

INSTRUCTIONS

For the Commodore 64

GETTING STARTED

Turn on your disk drive and then your computer. After the disk drive busy light goes off, insert your disk and close the drive door. Type **LOAD"CASTLE",8** and press RETURN. When your computer responds READY, type **RUN** and press RETURN. The program will continue to load.

In the final stages of loading (be patient, it takes a minute or more), your disk drive will make mechanical sounds. This is normal.

After loading, a demo mode will automatically begin. After the first loop of the demo, a soundtrack will begin to play.

THE GAME

You are about to begin a tour of some of the strangest real estate ever placed on the market: The Castles of Dr. Creep. Your goal: to complete your tour alive. Your visit to each of the 13 castles will be timed, so don't dawdle.

You can enter the castles alone. But you may find it a bit more comforting to have a friend along. With two players this becomes a game where cooperation, not competition, is what counts.

Before you embark on the tour, prepare yourself by spending a few moments with the game's tutorial. This short tutorial will tell you everything you need to get started. There's no need to read this entire manual. While it will tell you more about what's ahead and how to select various game options, feel free to simply set it aside once you've entered your first castle. You can refer to it later, as needed.

The instructions in the next section will tell you how to start the tutorial and begin playing the game.

STARTING THE TUTORIAL

Press your joystick button to begin the tutorial from the demo mode. You will start in the map mode. Press the button again to enter the first room, then follow the directions on the screen.

After completing the tutorial, if your time is among the top ten, you will be prompted to type your initials on the best times chart. After entering your initials, press RETURN to return to the demo.

PLAYING THE GAME

Press RUN/STOP to enter the menu mode from the demo. There you will see the names of 13 castles, arranged from easiest to most difficult. Move your joystick forward repeatedly until the arrow on the menu is pointing to the name of the castle that you would like to tour, then press your joystick button. The name you select will be highlighted when the loading is complete. Now point the arrow to "exit menu" and press your joystick button. You will be returned to the demo.

PLAYERS AND LIVES:

The instructions for entering a castle, after having first loaded it, as above, depend on whether there are one or two players. In either case, you'll be starting from the demo mode.

To enter your first castle alone, push the button on joystick 1.

To enter your first castle with a companion, push the button on joystick 2.

You will have three lives as you enter a castle. If you lose a life, you will be returned to your original starting point, but everything in the castle will remain just as you left it and you will be given credit for any keys you have collected. (See details about keys and locks below). If you are playing with a partner, he or she will remain where they were when you lost your life. You'll have to catch up to them if you're to venture forth together.

VIEWING THE MAP:

At the beginning of each turn, a map of the castle is displayed. This map shows the rooms which have been explored and the room which you are about to enter. Black gaps in the white walls indicate doorways between the rooms.

At the top of the map are captions showing which players are "up" this turn. The color of these captions indicates how many lives remain for the player:

GREEN - *Three lives remain*
YELLOW - *Two lives remain*
RED - *One life remains*

The position of each player on the map is indicated by arrows. In a two-player game, there will be two arrows on the screen. Player one's arrow will blink rapidly while player two's arrow will blink slowly.

To proceed from the map to the room, press your joystick button.

ROOMS:

The rooms in each of the 13 castles are unique, yet many of their furnishings are the same. The following clues may help you as you make your way through the castles.

Color-Coded Walkways. In each room there is a walkway, the color of which matches the color of the room shown on the map. You can also see the color of the walkway in the adjoining room through any open doorways. The color coding will help you stay oriented as you move throughout each castle.

Doors. Each room has one or more doorways. Doorways that connect two rooms are surrounded by purple stonework. Some of these may be barred with white gates, while others may be open. To exit through an open doorway, stand in front of it and push your joystick up and to the right.

Doorbells. Next to some of the doors are doorbells. A doorbell looks like a white pushbutton inside a circle. To operate the doorbell, stand directly in front of it and push your joystick button.

Locks and Keys. Some doors are equipped with a lock. You operate a lock the same way you operate a doorbell, but you must have the key that matches the color of the lock before the door will open. Keys are scattered throughout the castle. To pick up a key, stand in front of it and push the joystick button. Only the player who picks up a particular key can use that key; players cannot give keys to each other.

Doors that have neither a doorbell nor a lock must be opened from the other side.

Ladders and Sliding Poles. Use the ladders and sliding poles to get from one walkway to another. You can climb up and down ladders, but you cannot climb up the poles.

OBSTACLES:

Scattered throughout the castles are various fiendish obstacles, any of which could spell a quick end to the unwary explorer. If you are clever, you will be able to turn these obstacles to your advantage.

Lightning Machines are silvery balls which hang from cylindrical supports. When these are turned on, sparks that could easily take the life of a player leap from the shiny spheres to the walkway below. The lightning machines are controlled by yellow-and-white toggle switches on the wall. To operate a switch, stand in front of it and use the joystick lever to flip it up or down.

Force Fields are the shimmering curtains which block some of the walkways. These force fields will not injure you, but you must avoid getting stuck in a dead end by a force field. The red-and-white hexagonal pushbuttons allow you to turn off the force fields for a short time. To operate the pushbutton, stand in front of it and push the joystick button. The white part of the button will vanish and the force field will be turned off. During the next eight seconds, the white pushbutton will slowly reappear. When the button is fully restored, the force field will reappear.

Mummies move more slowly than you move and they cannot use the ladders or sliding poles, but if one of them catches you, you will lose a life. The first time you pass in front of one of the blue ankhs, a mummy will slide out of its stone tomb. You can get rid of a mummy by zapping it with a lightning machine, shooting it with the ray gun, or opening a trapdoor beneath its feet.

Ray Guns move slowly up and down geared tracks. Normally, they attempt to line themselves up with you and then shoot you. The ray-gun controller looks like two arrows above and below a white pushbutton. You can control the ray gun by standing in front of its controller. Move the joystick lever up or down to adjust the position of the gun on the geared track; use your joystick button to fire a shot.

Matter Transmitters are white booths straddling the walkways. Receivers are the colored ovals mounted on the walls. To operate a matter transmitter, step into the booth and hold the joystick lever forward. The interior lights of the booth will cycle through the colors of the various receiver ovals. When the trigger button is pushed, you will be transported to the receiver whose color matches the interior of the transmitter.

Trapdoors are operated by proximity controls. These controls look like vertical white bars with lights above and below. Whenever a player, a mummy or a Frankenstein passes in front of one of these controls, its associated trapdoor either opens or closes. Any being that is standing directly over a trap door when it opens will be killed. Any being approaching an open trapdoor will be blocked.

Moving Sidewalks are operated by the white pushbuttons with arrows on either side. Stand directly in front of the button and push your joystick button to turn a sidewalk off or on. Moving sidewalks will enable you to move a little faster at those times when seconds count.

Frankensteins initially stand in their coffins at the end of walkways. When you pass directly in front of a Frankenstein, it leaves its coffin and begins to pursue you. Frankensteins are more agile than mummies; they can use the ladders and sliding poles. They can be destroyed by the same means used to kill mummies; that is, by zapping them with a lightning machine, shooting them with a ray gun, or opening a trap door beneath their feet.

WHEN IT GETS TO BE TOO MUCH

If you want to pause the action during room mode to examine the room, just press the RUN/STOP key. To resume play, hit the key again. You will not be charged for the time the game is stopped.

If You Are Trapped:

Sometimes your player will get stuck with no way to die or escape. Pressing the RESTORE key while in room mode will "kill" all active players on the screen.

If You Want Out:

If you would like to quit the current game, and have the castle reset to its original condition, press RESTORE while in map mode. In the course of terminating the game you will be returned to the demo mode.

SAVING YOUR POSITION TO DISK

Note: You must have a formatted data disk on hand before carrying out this simple procedure.

During long games, or before entering particularly difficult rooms, you may want to save your current position in the castle to disk. You can do this any time you are in map mode (any time there is a map on your screen). Begin by removing the master disk. Put a formatted data disk in your disk drive, close the drive door, and press RUN/STOP. Now follow the instructions on your screen.

RESUMING A GAME

To resume a game that has been previously saved to disk you must first enter the menu mode from the demo by pressing RUN/STOP.

After making sure that the data disk containing the saved game is in the disk drive, select "resume game" and press your joystick button. Follow the instructions displayed for entering the file name. The disk drive will whirl for a few seconds, and you'll find yourself back at the location that you had saved.

COMPLETING YOUR TOUR

When you have successfully made it through each of a castle's rooms, you will be able to escape through the single doorway that leads to the outside of the castle. The escape door is red and yellow and has columns on both sides.

RECORDING AND VIEWING BEST TIMES

If the following conditions are met, your time will be entered automatically in the table of best times:

1) *You must not use the "unlimited lives" feature (see the program's menu).*
2) *You must not save and resume the game.*
3) *Your time for the castle you have just completed must be among the fastest ten.*

The program will save the best time to disk if the master disk is in the drive and is not write-protected. You'll be prompted to type in your initials.

Best times can be viewed at any time by selecting "view best times" on the menu, and then pressing your joystick button. (Remember, to enter the menu, press RUN/STOP while in the demo mode.)

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